ELSEVIER

Artificial Intelligence 130 (2001) 239–246

Artificial Intelligence

www.elsevier.com/locate/artint

# Master Index—Volumes 121–130

(For the sake of simplicity and uniformity, all names beginning with articles or prepositions are listed as if written as single words.)

Abdelbar, A.M., S.T. Hedetniemi and S.M. Hedetniemi
The complexity of approximating MAPs for belief networks with bounded probabilities (Research Note) **124** (2000) 283–288

Bailey-Kellogg, C. and F. Zhao
Influence-based model decomposition for reasoning about spatially distributed physical systems **130** (2001) 125–166

Baral, C., V. Kreinovich and R. Trejo
Computational complexity of planning and approximate planning in the presence of incompleteness **122** (2000) 241–267

Baral, C., see Son, T.C. **125** (2001) 19– 91

Beck, J.C. and M.S. Fox
Constraint-directed techniques for scheduling alternative activities **121** (2000) 211–250

Becker, A. and D. Geiger
A sufficiently fast algorithm for finding close to optimal clique trees **125** (2001) 3– 17

Benferhat, S., A. Saffiotti and P. Smets
Belief functions and default reasoning **122** (2000) 1– 69

Berzins, M.
Review of *The Computational Beauty of Nature* by Gary William Flake (Book Review) **128** (2001) 237–238

Besnard, P. and A. Hunter
A logic-based theory of deductive arguments **128** (2001) 203–235

Biswas, G., see Mosterman, P.J. **121** (2000) 171–209

Bode, M., O. Freyd, J. Fischer, F.-J. Niedernostheide and H.-J. Schulze
Hybrid hardware for a highly parallel search in the context of learning classifiers **130** (2001) 75– 84

0004-3702/2001 Published by Elsevier Science B.V.
PII: S0004-3702(01)00137-0

Bonet, B. and H. Geffner
Planning as heuristic search **129** (2001) 5–33
Boutilier, C., R. Dearden and M. Goldszmidt
Stochastic dynamic programming with factored representations **121** (2000) 49–107
Brafman, R.I. and M. Tennenholtz
A near-optimal polynomial time algorithm for learning in certain classes of stochastic games **121** (2000) 31–47
Broda, K., see d'Avila Garcez, A.S. **125** (2001) 155–207
Burgard, W., see Thrun, S. **128** (2001) 99–141

Carr, C.
*The MIT Encyclopedia of the Cognitive Sciences*, edited by Robert Wilson and Frank Keil (Book Review) **130** (2001) 183–184
Cayrol, M., P. Régnier and V. Vidal
Least commitment in Graphplan **130** (2001) 85–118
Chakrabarti, P.P., see Dasgupta, P. **127** (2001) 137–162
Chella, A., M. Frixione and S. Gaglio
Understanding dynamic scenes **123** (2000) 89–132
Choi, K.M.F., J.H.M. Lee and P.J. Stuckey
A Lagrangian reconstruction of GENET **123** (2000) 1–39
Chow, T.W.S., see Leung, C.-T. **127** (2001) 169–197
Cohn, A.G., see Isli, A. **122** (2000) 137–187

Darwiche, A.
Recursive conditioning **126** (2001) 5–41
Dasgupta, P., P.P. Chakrabarti, J. Kumar Deka and S. Sankaranarayanan
Min-max Computation Tree Logic **127** (2001) 137–162
d'Avila Garcez, A.S., K. Broda and D.M. Gabbay
Symbolic knowledge extraction from trained neural networks: A sound approach **125** (2001) 155–207
Dean, T., see Givan, R. **122** (2000) 71–109
Dearden, R., see Boutilier, C. **121** (2000) 49–107
Dechter, R. and Y. El Fattah
Topological parameters for time-space tradeoff **125** (2001) 93–118
Dechter, R., see Kask, K. **129** (2001) 91–131
Dechter, R., see Zhang, W. **129** (2001) 1–4
De Giacomo, G., Y. Lespérance and H.J. Levesque
*ConGolog*, a concurrent programming language based on the situation calculus **121** (2000) 109–169
Delgrande, J.P. and T. Schaub
Expressing preferences in default logic **123** (2000) 41–87
Dellaert, F., see Thrun, S. **128** (2001) 99–141

Dix, J., S. Kraus and V.S. Subrahmanian
Temporal agent programs **127** (2001) 87–135
Donini, F.M. and F. Massacci
EXPTIME tableaux for $\mathcal{ALC}$ **124** (2000) 87–138
Dorndorf, U., E. Pesch and T. Phan-Huy
Constraint propagation techniques for the disjunctive scheduling problem **122** (2000) 189–240
Dorr, B.J.
Review of Natural Language Processing in R.A. Wilson and F.C. Keil (Eds.), *The MIT Encyclopedia of the Cognitive Sciences* (Book Review) **130** (2001) 185–189
du Boulay, Benedict
N.J. Nilsson, *Artificial Intelligence: A New Synthesis;* T. Dean, J. Allen and Y. Aloimonos, *Artificial Intelligence: Theory and Practice;* D. Poole, A. Mackworth and R. Goebel, *Computational Intelligence: A Logical Approach;* S. Russell and P. Norvig, *Artificial Intelligence: A Modern Approach* (Book Review) **125** (2001) 227–232
Dufourd, J.-F., see Essert-Villard, C. **124** (2000) 139–159

Edelkamp, S., see Korf, R.E. **129** (2001) 199–218
Eiter, T. and T. Lukasiewicz
Default reasoning from conditional knowledge bases: Complexity and tractable cases **124** (2000) 169–241
El Fattah, Y., see Dechter, R. **125** (2001) 93–118
Essert-Villard, C., P. Schreck and J.-F. Dufourd
Sketch-based pruning of a solution space within a formal geometric constraint solver **124** (2000) 139–159
Etxeberria, R., see Inza, I. **123** (2000) 157–184

Fenner, T.I., see Levene, M. **130** (2001) 1– 26
Finkelstein, L. and S. Markovitch
Optimal schedules for monitoring anytime algorithms **126** (2001) 63–108
Fischer, J., see Bode, M. **130** (2001) 75– 84
Flake, G.W.
G.W. Flake, *The Computational Beauty of Nature* (Response) **128** (2001) 243–244
Forrest, S., see Moses, M. **128** (2001) 239–242
Fox, D., see Thrun, S. **128** (2001) 99–141
Fox, M.S., see Beck, J.C. **121** (2000) 211–250
Freyd, O., see Bode, M. **130** (2001) 75– 84
Frixione, M., see Chella, A. **123** (2000) 89–132

Gabbay, D.M., see d'Avila Garcez, A.S. **125** (2001) 155–207
Gaglio, S., see Chella, A. **123** (2000) 89–132
Gao, Q., M. Li and P. Vitányi
Applying MDL to learn best model granularity **121** (2000) 1– 29

Geffner, H., see Bonet, B. **129** (2001) 5–33
Geiger, D., see Becker, A. **125** (2001) 3–17
Gent, I., K. Stergiou and T. Walsh
Decomposable constraints **123** (2000) 133–156
Ghidini, C. and F. Giunchiglia
Local Models Semantics, or contextual reasoning = locality + compatibility **127** (2001) 221–259
Giunchiglia, F., see Ghidini, C. **127** (2001) 221–259
Givan, R., S. Leach and T. Dean
Bounded-parameter Markov decision processes **122** (2000) 71–109
Gobet, F., see Lane, P.C.R. **127** (2001) 261–267
Goldszmidt, M., see Boutilier, C. **121** (2000) 49–107
Gomes, C.P. and B. Selman
Algorithm portfolios **126** (2001) 43–62
Gottlob, G., N. Leone and F. Scarcello
A comparison of structural CSP decomposition methods **124** (2000) 243–282

Hansen, E.A. and S. Zilberstein
Monitoring and control of anytime algorithms: A dynamic programming approach **126** (2001) 139–157
Hansen, E.A. and S. Zilberstein
LAO*: A heuristic search algorithm that finds solutions with loops **129** (2001) 35–62
Hausser, R.
Database semantics for natural language **130** (2001) 27–74
He, J. and X. Yao
Drift analysis and average time complexity of evolutionary algorithms **127** (2001) 57–85
Hedetniemi, S.M., see Abdelbar, A.M. **124** (2000) 283–288
Hedetniemi, S.T., see Abdelbar, A.M. **124** (2000) 283–288
Hernández-Orallo, J.
*Truth from Trash. How Learning Makes Sense* by Chris Thornton (Book Review) **124** (2000) 161–165
Horty, J.F. and M.E. Pollack
Evaluating new options in the context of existing plans **127** (2001) 199–220
Horváth, T. and G. Turán
Learning logic programs with structured background knowledge **128** (2001) 31–97
Horvitz, E.
Principles and applications of continual computation **126** (2001) 159–196
Horvitz, E. and S. Zilberstein
Computational tradeoffs under bounded resources **126** (2001) 1–4
Hunter, A., see Besnard, P. **128** (2001) 203–235
Husbands, P.
Cognitive Science: Real or Imaginary?: Review of *The MIT*

*Encyclopedia of The Cognitive Sciences* edited by Robert A. Wilson and Frank C. Keil (Book Review) **130** (2001) 191–194

Iida, H., see Seo, M. **129** (2001) 253–277
Inoue, K., see Sakama, C. **123** (2000) 185–222
Inza, I., P. Larrañaga, R. Etxeberria and B. Sierra
Feature Subset Selection by Bayesian network-based optimization **123** (2000) 157–184
Isli, A. and A.G. Cohn
A new approach to cyclic ordering of 2D orientations using ternary relation algebras **122** (2000) 137–187

Jiménez, P. and C. Torras
An efficient algorithm for searching implicit AND/OR graphs with cycles **124** (2000) 1–30
Junghanns, A. and J. Schaeffer
Sokoban: Enhancing general single-agent search methods using domain knowledge **129** (2001) 219–251

Kask, K. and R. Dechter
A general scheme for automatic generation of search heuristics from specification dependencies **129** (2001) 91–131
Keil, F.C.
The scope of the cognitive sciences: Reply to 6 reviews of *The MIT Encyclopedia of the Cognitive Sciences* (Response) **130** (2001) 217–221
Koenig, S.
Minimax real-time heuristic search **129** (2001) 165–197
Korf, R.E., M. Reid and S. Edelkamp
Time complexity of iterative-deepening-A* **129** (2001) 199–218
Korf, R.E., see Zhang, W. **129** (2001) 1–4
Koubarakis, M. and S. Skiadopoulos
Querying temporal and spatial constraint networks in PTIME **123** (2000) 223–263
Kraus, S., see Dix, J. **127** (2001) 87–135
Kreinovich, V., see Baral, C. **122** (2000) 241–267
Kumar Deka, J., see Dasgupta, P. **127** (2001) 137–162

Lakoff, G.
As advertised: A review of *The MIT Encyclopedia of the Cognitive Sciences* (Book Review) **130** (2001) 195–209
Lane, P.C.R. and F. Gobet
Simple environments fail as illustrations of intelligence: A review of R. Pfeifer and C. Scheier, *Understanding Intelligence* **127** (2001) 261–267
Larrañaga, P., see Inza, I. **123** (2000) 157–184
Laurentini, A.
Topological recognition of polyhedral objects from multiple views **127** (2001) 31–55

Leach, S., see Givan, R. **122** (2000) 71–109
Lee, J.H.M., see Choi, K.M.F. **123** (2000) 1– 39
Leitgeb, H.
Nonmonotonic reasoning by inhibition nets **128** (2001) 161–201
Leone, N., see Gottlob, G. **124** (2000) 243–282
Lespérance, Y., see De Giacomo, G. **121** (2000) 109–169
Leung, C.-T. and T.W.S. Chow
Least third-order cumulant method with adaptive regularization parameter selection for neural networks **127** (2001) 169–197
Levene, M. and T.I. Fenner
The effect of mobility on minimaxing of game trees with random leaf values **130** (2001) 1– 26
Levesque, H.J., see De Giacomo, G. **121** (2000) 109–169
Li, M., see Gao, Q. **121** (2000) 1– 29
Lifschitz, V.
M. Shanahan, *Solving the Frame Problem* (Book Review) **123** (2000) 265–268
Lin, F.
On strongest necessary and weakest sufficient conditions **128** (2001) 143–159
Linhares, A.
A glimpse at the metaphysics of Bongard problems **121** (2000) 251–270
Linke, T. and T. Schaub
Alternative foundations for Reiter's default logic **124** (2000) 31– 86
Lukasiewicz, T., see Eiter, T. **124** (2000) 169–241

Markovitch, S., see Finkelstein, L. **126** (2001) 63–108
Massacci, F., see Donini, F.M. **124** (2000) 87–138
Matsubara, S., see Yokoo, M. **130** (2001) 167–181
McCarthy, J.
M. Shanahan, *Solving the Frame Problem* (Book Review) **123** (2000) 269–270
Meseguer, P. and C. Torras
Exploiting symmetries within constraint satisfaction search **129** (2001) 133–163
Moses, M. and S. Forrest
Review of *The Computational Beauty of Nature* by Gary William Flake (Book Review) **128** (2001) 239–242
Mosterman, P.J. and G. Biswas
A comprehensive methodology for building hybrid models of physical systems **121** (2000) 171–209
Müller, M.
Partial order bounding: A new approach to evaluation in game tree search **129** (2001) 279–311

Niedernostheide, F.-J., see Bode, M. **130** (2001) 75– 84

Okamoto, Y.
Review of R.A. Wilson and F.C. Keil (Eds.), *The MIT Encyclopedia of the Cognitive Sciences* (Book Review) **130** (2001) 211–212

Pesch, E., see Dorndorf, U. **122** (2000) 189–240
Peterson, D.M.
The mind's new labels?: Review of R.A. Wilson and F.C. Keil (Eds.), *The MIT Encyclopedia of the Cognitive Sciences* (Book Review) **130** (2001) 213–216
Phan-Huy, T., see Dorndorf, U. **122** (2000) 189–240
Pollack, M.E., see Horty, J.F. **127** (2001) 199–220

Ramoni, M. and P. Sebastiani
Robust Bayes classifiers (Research Note) **125** (2001) 209–226
Régnier, P., see Cayrol, M. **130** (2001) 85–118
Reid, M., see Korf, R.E. **129** (2001) 199–218

Saffiotti, A., see Benferhat, S. **122** (2000) 1– 69
Sakama, C. and K. Inoue
Prioritized logic programming and its application to commonsense reasoning **123** (2000) 185–222
Sakurai, Y., see Yokoo, M. **130** (2001) 167–181
Sandewall, E.
M. Shanahan, *Solving the Frame Problem* (Book Review) **123** (2000) 271–273
Sankaranarayanan, S., see Dasgupta, P. **127** (2001) 137–162
Scarcello, F., see Gottlob, G. **124** (2000) 243–282
Schaeffer, J., see Junghanns, A. **129** (2001) 219–251
Schaub, T., see Delgrande, J.P. **123** (2000) 41– 87
Schaub, T., see Linke, T. **124** (2000) 31– 86
Schreck, P., see Essert-Villard, C. **124** (2000) 139–159
Schulze, H.-J., see Bode, M. **130** (2001) 75– 84
Sebastiani, P., see Ramoni, M. **125** (2001) 209–226
Selman, B., see Gomes, C.P. **126** (2001) 43– 62
Seo, M., H. Iida and J.W.H.M. Uiterwijk
The PN*-search algorithm: Application to tsume-shogi **129** (2001) 253–277
Shanahan, M.
M. Shanahan, *Solving the Frame Problem* (Response) **123** (2000) 275
Sierra, B., see Inza, I. **123** (2000) 157–184
Skiadopoulos, S., see Koubarakis, M. **123** (2000) 223–263
Slaney, J. and S. Thiébaux
Blocks World revisited **125** (2001) 119–153
Smets, P., see Benferhat, S. **122** (2000) 1– 69
Son, T.C. and C. Baral
Formalizing sensing actions— A transition function based approach **125** (2001) 19– 91
Staab, S.
From binary temporal relations to non-binary ones and back **128** (2001) 1– 29
Steinberg, L.
Searching stochastically generated multi-abstraction-level design spaces **129** (2001) 63– 90

Stell, J.G.
Boolean connection algebras: A new approach to the Region-Connection Calculus **122** (2000) 111–136
Stergiou, K., see Gent, I. **123** (2000) 133–156
Stuckey, P.J., see Choi, K.M.F. **123** (2000) 1– 39
Stumptner, M. and F. Wotawa
Diagnosing tree-structured systems **127** (2001) 1– 29
Subrahmanian, V.S., see Dix, J. **127** (2001) 87–135

Taylor, T.
Christoph Adami, *Introduction to Artificial Life* (Book Review) **130** (2001) 119–121
Tennenholtz, M., see Brafman, R.I. **121** (2000) 31– 47
Thiébaux, S., see Slaney, J. **125** (2001) 119–153
Thrun, S., D. Fox, W. Burgard and F. Dellaert
Robust Monte Carlo localization for mobile robots **128** (2001) 99–141
Torras, C., see Jiménez, P. **124** (2000) 1– 30
Torras, C., see Meseguer, P. **129** (2001) 133–163
Trejo, R., see Baral, C. **122** (2000) 241–267
Turán, G., see Horváth, T. **128** (2001) 31– 97

Uiterwijk, J.W.H.M., see Seo, M. **129** (2001) 253–277

Vidal, V., see Cayrol, M. **130** (2001) 85–118
Vitányi, P., see Gao, Q. **121** (2000) 1– 29

Walsh, T., see Gent, I. **123** (2000) 133–156
Wilson, R.A.
The Cognitive Sciences: A comment on 6 reviews of *The MIT Encyclopedia of the Cognitive Sciences* (Response) **130** (2001) 223–229
Wotawa, F., see Stumptner, M. **127** (2001) 1– 29

Yao, X., see He, J. **127** (2001) 57– 85
Yokoo, M., Y. Sakurai and S. Matsubara
Robust combinatorial auction protocol against false-name bids **130** (2001) 167–181

Zhang, W.
Iterative state-space reduction for flexible computation **126** (2001) 109–138
Zhang, W., R. Dechter and R.E. Korf
Heuristic search in artificial intelligence **129** (2001) 1– 4
Zhao, F., see Bailey-Kellogg, C. **130** (2001) 125–166
Zilberstein, S., see Hansen, E.A. **126** (2001) 139–157
Zilberstein, S., see Hansen, E.A. **129** (2001) 35– 62
Zilberstein, S., see Horvitz, E. **126** (2001) 1– 4

ELSEVIER

Artificial Intelligence 130 (2000) 247–250

Artificial Intelligence

www.elsevier.com/locate/artint

# Subject Index—Volumes 121–130

3-D object recognition (127) 31
3-way vertex cut problem (125) 3

Abduction (123) 185, (128) 143
Abstraction (121) 49, (128) 1
Abstraction levels (129) 63
Action description languages (125) 19
Actions (123) 89
Agents (127) 87, (127) 199
Algorithm portfolios (126) 43
Algorithms (124) 87
Alternative activities (121) 211
Analog (130) 75
AND/OR graphs (124) 1
Anytime algorithms (126) 43, (126) 63, (126) 139
Approximate planning (122) 71, (122) 241
Approximate reasoning (125) 19
Approximation algorithms (125) 119
Argumentation (124) 31
Argumentation systems (128) 203
Arguments (128) 203
Artificial neural networks (125) 155, (128) 161
Artificial vision (123) 89
Aspect graphs (127) 31
Assembly/disassembly problems (124) 1
Authorization property (130) 85
Automated inference (125) 93
Automated reasoning (124) 31, (124) 87, (128) 143, (129) 91
Autonomous navigation (130) 27

Bayes classifier (125) 209
Bayes' rule (121) 1
Bayesian belief networks (124) 283
Bayesian networks (121) 49, (123) 157, (125) 3, (125) 93, (126) 5
Belief functions (122) 1
Biconnected components (124) 243
Bipartite networks (124) 283
Block graph (124) 31
Blocks World (125) 119
Bongard problems (121) 251
Boolean connection algebra (122) 111
Boolean satisfiability (126) 109
Bound-consistency (122) 189
Bounded rationality (126) 159
Branching factor (129) 199

Clique tree algorithm (125) 3
Cognitive agents (128) 161
Cognitive robotics (121) 109
Compilation (126) 159
Complexity (124) 283
Computational complexity (122) 137, (122) 241, (123) 223, (124) 87, (124) 169
Computational learning theory (128) 31
Computer Go (129) 279
Computer vision (127) 31
Computer-aided design (124) 139
Concatenated propositions (130) 27
Concept learning (128) 31
Conceptual spaces (123) 89
Concurrency (121) 109
Conditional knowledge bases (124) 169
Conditional plans (125) 19
Conditioning methods (126) 5
Consistency (124) 31
Consistency tests (122) 189
Constraint databases (123) 223
Constraint networks (123) 223, (125) 93
Constraint propagation (122) 189
Constraint satisfaction (122) 137, (123) 133, (124) 243, (129) 133

0004-3702/2001 Published by Elsevier Science B.V.
PII: S0004-3702(01)00138-2

Constraint satisfaction problems (123) 1
Constraints (121) 211
Contexts (127) 221
Cost profiles (126) 43
Counter-arguments (128) 203
Cumulativity (128) 161
Cycle cutsets (124) 243
Cyclic graphs (124) 1

Decision trees (121) 49
Decision-theoretic control (126) 159
Decision-theoretic planning (121) 49, (122) 71
Decomposable constraints (123) 133
Decomposition methods (124) 243
Decompositional reasoning (126) 5
Default logic (123) 41, (124) 31
Default reasoning (122) 1, (123) 185, (124) 169
Definability (128) 143
Degree of cyclicity (124) 243
Deliberation (126) 159
Depth-first branch-and-bound (126) 109
Depth-first search (129) 253
Description logics (124) 87
Discrete Lagrangian method (123) 1
Disjunctive scheduling (122) 189
Domain-consistency (122) 189
Domain-independent heuristics (129) 5
Domination (130) 1
Drift analysis (127) 57
Dynamic programming (129) 35
Dynamic systems (121) 171

Efficient diagnosis algorithms (127) 1
Eight Puzzle (129) 199
Empirical evaluation (125) 93, (126) 43
Estimation of Bayesian Network Algorithm (123) 157
Estimation of Distribution Algorithm (123) 157
Evaluation functions (129) 279
Evolutionary algorithms (127) 57
Exploration versus exploitation in multi-agent systems (121) 31

Feature Subset Selection (123) 157
Feedforward neural network (121) 1
Fifteen Puzzle (129) 199
Flexible computation (126) 109, (126) 139
Formal geometric constructions (124) 139
Formal verification (127) 137
Forward/backward search (129) 5
Front propagation (130) 75

Game tree search (129) 279
Game trees (130) 1
Generalization capability (127) 169
Generalized arc consistency (123) 133
Genetic algorithms (129) 63
Granularity (128) 1
Graphplan (129) 5

Heterogenous systems (127) 87
Heuristic branching factor (129) 199
Heuristic search (121) 211, (124) 1, (126) 109, (129) 5, (129) 35, (129) 63, (129) 91, (129) 199
Heuristics (129) 133
Horn knowledge bases and variants (124) 169
Human–computer communication (130) 27
Hybrid algorithms (125) 93
Hybrid modeling (121) 171
Hybrid processing (123) 89
Hypergraphs (124) 243
Hypertree width (124) 243

IDA* (129) 219
Improved elastic matching (121) 1
Incomplete information (125) 19
Incomplete knowledge (122) 241
Inconsistency handling (128) 203
Independence property (130) 85
Inductive logic programming (128) 31
Inference (130) 27
Infinitesimals (122) 1
Information integration (127) 87
Inhibition (128) 161
Interleaving planning and plan executions (129) 165
Isomorphism (127) 31
Iterative-deepening-A* (129) 199

Job shop Scheduling (122) 189

$k$-consistency (122) 189
Kernel density trees (128) 99
Knowledge representation (122) 137, (123) 41, (124) 31, (127) 221
Kolmogorov complexity (121) 1

LA-grammar (130) 27
Learning best model granularity (121) 1
Learning optimal feature extraction interval (121) 1
Learning optimal hidden layer (121) 1
Learning vector quantizer (130) 75
Least commitment (130) 85
Least-commitment principle (122) 1
Local Models Semantics (127) 221
Local search (123) 1

Local variance bound (124) 283
Locality and compatibility (127) 221
Localization (128) 99, (129) 165
Logic (128) 203
Logic programming (127) 87
Logic programs (128) 161

Machine learning (123) 157
Maintaining arc consistency (123) 133
Markov decision problems (129) 35
Markov decision processes (121) 49, (122) 71
Mereotopology (122) 111
Meta-level control (126) 139
Meta-reasoning (126) 63
Metaphysical realism (121) 251
Metareasoning (126) 159
Minimax (130) 1
Minimax search (129) 165
Minimum Description Length principle (MDL) (121) 1
Missing data (125) 209
Mobile robots (128) 99
Mobility (130) 1
Modal logics (124) 87
Model checking (127) 137
Model verification (121) 171
Model-based diagnosis (127) 1
Modeling robot arm (121) 1
Monitoring (126) 63, (126) 139
Motor algorithm (130) 27
Multiperception (121) 251

Natural language (130) 27
Networks (128) 161
Neural net hardware (130) 75
Neural networks (123) 89, (127) 169
Neural-symbolic integration (125) 155
Nogoods (129) 133
Non-binary constraints (128) 1
Non-optimal planning (129) 5
Nonmonotonic inference (124) 169
Nonmonotonic reasoning (123) 41, (124) 31, (125) 155, (128) 161

Occam's razor (121) 1
On-line handwritten character recognition (121) 1
Optimization tasks (125) 93
Orientation (122) 137
Overfitting (123) 157

PAC learning (128) 31
Parameter abstraction (121) 171
Partial order bounding (129) 279
Partial order evaluation (129) 279
Particle filters (128) 99
Pattern database (129) 219
Pattern search (129) 219
Pattern understanding (121) 251
Perception (123) 89
Philosophy (121) 251
Plan management (127) 199
Planning (122) 241, (127) 199, (129) 5, (130) 85
Planning benchmarks (125) 119
Planning graph (130) 85
Planning under uncertainty (122) 71
PN* search (129) 253
Polyhedral objects (127) 31
Polynomial time learning in hostile environments (121) 31
Polynomial-time algorithms (124) 169
Position estimation (128) 99
Predictive accuracy (123) 157
Preference handling (123) 41
Prioritized circumscription (123) 185
Prioritized logic programs (123) 185
Probabilistic inference (126) 5
Probability intervals (125) 209
Problem solving (129) 199
Problem structure (121) 211
Procedural semantics (130) 27
Processes (123) 89
Proof-number search (129) 253

Qualitative spatial reasoning (122) 111, (122) 137
Query (130) 27

Random evaluation function (130) 1
Random sequences (127) 57
Random/hard problems (125) 119
Randomized algorithms (126) 43
Rapid random restart (129) 219
Rationality (127) 199
Real-time deliberation (126) 139
Real-time heuristic search (129) 165
Reasoning about actions (121) 109
Reasoning under uncertainty (124) 169
Recursive iterative deepening (129) 253
Region-Connection Calculus (122) 111
Regression (121) 49
Regression of knowledge formulas (125) 19
Regularization (127) 169
Relation algebra (122) 137
Representation levels (123) 89
Resource-bounded reasoning (126) 139
Robot navigation (129) 165
Robotics (123) 89

Rubik's Cube (129) 199
Rule extraction (125) 155

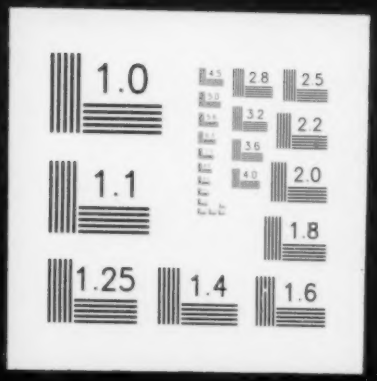
Satisfiability (124) 283
Scheduling (121) 211
Search (123) 133
Search depth (130) 1
Self-organizing map (130) 75
Semantic networks (130) 27
Semantics of programs (121) 109
Semeai (129) 279
Sensing actions (125) 19
Shogi mating problems (129) 253
Single-agent search (129) 219
Situation calculus (121) 109
Sliding-tile puzzles (129) 199
SLIM theory of language (130) 27
Sokoban (129) 219
Spatial reasoning (123) 223
Speculative execution (126) 159
State-space reduction (126) 109
Stochastic games (121) 31
Stochastic inequalities (127) 57
Stochastically generated trees (129) 63
Strips (129) 5
Supervised learning (123) 157
Symbolic constraint solving (124) 139
Symmetry (129) 133
Systematic model abstractions (121) 171

Tableaux (124) 87
Temporal logic (127) 137
Temporal reasoning (123) 223, (127) 87, (128) 1
Third-order cumulant (127) 169
Thyristor (130) 75
Time complexity (127) 57, (129) 199
Time scale abstraction (121) 171
Time–space tradeoff (126) 5
Time-space (125) 93
Timing verification (127) 137
Topological parameters (125) 93
Topology (127) 31
Tractable cases (124) 243
Tractable reasoning (123) 223
Transposition table (129) 219
Traveling Salesman (126) 109
Tree pruning (124) 139
Tree-clustering (124) 243
Treewidth (124) 243
Triangulation algorithm (125) 3

Undercuts (128) 203
Universal prior (121) 1
Unsupervised learning (130) 75
Utility (129) 63

Value of computation (126) 159
VC-dimension (128) 31

Wrapper (123) 157


1.0
1.1
1.25
1.4
1.6
1.8
2.0
2.2
2.5
2.8
3.2
3.6
4.0
4.5
5.0
5.6
6.3
7.1
8.0
9.0
10.0
11.0
12.5
14.0
16.0
18.0
20.0
22.0
25.0
28.0
32.0
36.0
40.0
45.0